

Mage

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Mage](#).

A mage (also known as sorcerer/sorceress, magicians, wizard/wizardress, or incorrectly as warlock/witch) is a humanoid who was born with an inner gate, allowing them to draw upon a metaphysical force called *Chaos*, or more commonly magic.

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About

Every mage has a moment, most commonly in their youth, when their talent for magic manifests. Strong



Aliases Sorcerers, Wizards, Wise-ones, Casters, Warlocks

Type Magic Users

Affiliation Magic Schools, Magical organisations

Roles Offense, Defense, Support

Statistics

emotions are almost always the trigger for such an awakening, which can be felt by mages in the vicinity. What comes after that awakening is what creates the difference between a mage and a [Witch](#); for those who are not taught how to use their gift are seen as walking timebombs, unfortunate souls that may end up a half-insane, slobbering oracle at best or may kill themselves and innocent people in a chaos-fueled fury at worst.

Skilled mages can extract magical energy from the four elements, transport themselves long distances and heal, as well as kill, in the blink of an eye. Mages also age far slower than ordinary people and can live for centuries using spells and potions that slow or even halt the ageing process. Their power and long lives grant them extensive scientific and political knowledge; in the latter respect, many mages are the equals of rulers.

Primary ability scores	Intelligence, Constitution
Profession Skills	Intuition, Spell Casting, Hex Wearing, Resist Magic, Staff/Spear, Education, Ritual Crafting, Social Etiquette, Seduction, Grooming & Style
Base Vitality	6 + d10
Base Recovery	4
Base Vigor	5
Magical Perks	5 Novice Spells, 1 Ritual, 1 Hex
Available for	
Races	Human, Elf, Half-Elf

Defining Trait: Magical Training

To qualify as a Mage a magically adept person must pass through the halls of one of the world's magical [academies](#) and learn the fundamentals of the magical arts. A Mage can roll Magical Training whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. A success allows the Mage to learn everything there is to know about the phenomenon. Magical Training can also be rolled as a form of [Awareness](#) that detects magical beings, spells, and hexes.

Types of Mages

Once their magical training in one of the magic schools are complete, mages are usually left to decide for themselves what to do with their long life. Some are strongarmed into roles by mentors, but escaping such obligations is not impossible. This has lead to a few common paths mages walk in the world.

Traveling Mages

Obtaining more magical knowledge is a strong draw for most sorcerers. Thus traveling the world in search for it comes naturally to them. It is thus not uncommon to see mages travel all around the world, though few announce themselves openly.

Resident Mage

Sooner or later, mages will feel the urge to create a laboratory, a sanctum, a refuge where they can do their research in peace. Usually these places are well hidden and not known to the outside world, but some mages create their homes in the open and even offer their skills in exchange for money. Such magic shops owners are known as Resident Mages, and are often the first place people turn to when magical phenomena plague the region.

The Witcher Online: The Neverwitcher Nights Project	
Races	Human • Elf • Dwarf • Halfling • Mutant • Doppler
Professions	Artisan • Bard • Doctor • Druid • Mage • Man-at-Arms • Merchant • Noble • Peasant • Priest • Ranger • Rogue • Witch • Witcher
World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map
Power Groups	Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs
VIPs	List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis
Bestiary	Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bubljos • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton
Locations	
Rivia & Lyria	Broadhead • Craag Ros • Devil's Tower • Duén a'Fir'inn • Dunnock • Gradabor • Hawkesburn • Kaveldun • Khigvor • Loc Eskalott • Melitele Convent • Rastburg • Ravenholme • Ravenkluft Quarry • Rivia (City) • Ruewolde • Scala • Spalla • Tor llawenydd • Waldenrad • Willowhaine
Mahakam	Barrow Hill • Black Brook Vale • Borro's Rump • Colstock • Crag Pass • Davor's Mine • Dragon's Eye • Drunken Bluff • Fornlam • Gullbratt • Klamat Pass • Langbridge • Lonely Rock • Mahakam Pass • Mare's Islet • Mount Carbon • Stoolcap • Tallbridge • The First Gate • The Second

	Gate • Twin Peaks
Elsewhere	Aedirn • Caed Dhu • City of Silver Towers • Holmstein • Novigrad • Oxenfurt academy • Two Rivers • Ysgith • Zadar



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